SCYTHE

THE WIND GAMBIT: AUTOMA

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INTRODUCTION

To support its expansionist nature, the Automa has geared its airship for aggression. Fortunately, the Automa's fixation on hostility comes at a price: It cannot use passive airship abilities—you still can, though.

The following rules make the Automa compatible with The Wind Gambit expansion, except for the airship tile "Toll", which isn't supported when playing against the Automa.

COMPONENTS

7 Automa airship cards.

2 double-sided Automa resolution cards.

DESIGNER'S NOTE: The obvious way to implement the airship movement would have been to add new cards to the Automa deck with a specific airship movement action. We chose not to do this, primarily to avoid adding extra cost and hassle for the significant number of players who have purchased extra Automa decks. We also wanted to maintain the carefully balanced frequency of the other Automa actions.

SETUP

Set up everything as normal, except for the aggressive airship tile and the resolution:

IF YOU WANT TO INCLUDE THE AIRSHIP MODULE:

a. Draw or choose one of the Automa airship cards.

b. Find the corresponding aggressive airship tile. That's the one you'll use.

IF YOU WANT TO INCLUDE THE RESOLUTION MODULE: Select a resolution tile, then take the corresponding Automa resolution card, which will describe additional changes, if applicable.

CAMPING THE AUTOMA'S BASE

If at the beginning of an Automa turn, it has no land units on the board and enemy units control all territories adjacent to its base, ignore the first two rows of the Automa card for that turn and instead use these symbols:

AIRSHIPS

- Whenever the Automa's character performs a movement that's not an attack (or) it also moves its airship. It'll move the character first, then the airship.
- The Automa airship doesn't have a passive ability.
- Unlike other units, the Automa airship doesn't have a neighborhood (see page 5 of the Automa rulebook from the base game). This means that the Automa airship doesn't affect any rule, which refers to the neighborhood of units.
- Some Automa airship rules refer to being adjacent to the Automa airship. This is the 6 spaces around the airship, but not the territory it's already on.
- The Automa airship is bound by the same movement restrictions as the other Automa units until the star tracker token leaves the spaces. This restriction also affects the above-mentioned adjacency term.

MOVING AUTOMA COMBAT UNITS

All Automa movement actions that move a *combat unit* (, , , , and) have two extra tiebreakers added before all other tiebreakers:

1. Valid territory closest to the Automa airship.
2. Valid territory *not* containing an enemy airship.

AUTOMA AIRSHIP CARDS

The aggressive airship tiles have corresponding airship cards that adapt them to work with the Automa.

These cards have the same format with one or more of the following elements present:

1. **Movement** procedure for the Automa airship.
2. A special "**Ability**" rule for the Automa airship.
3. **Combat** rules.

Whenever the Automa participates in combat in its airship's territory, trigger the combat rules on the airship card (unless stated otherwise).

RESOLUTION TILES

Some resolutions have rule changes when using the Automa. These changes are listed on the Automa resolution cards.

For all resolutions, the Automa affects the end condition like a human player.

ACTIVE AIRSHIP VARIANT

If you want the Automa airship to be more active, add as a third trigger for its movement.

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